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BLITZKRIEG

8.3 & 19.3 Can an infantry unit exit into a Sea zone from a port in the ZOC of an enemy unit? Can armor and air-assault units exit into a Sea Zone from a port in the ZOC of an enemy unit other than armor or air-assault?

A. No. No.

9.3 May a one-hex city, holding at the beginning of a Movement Phase three full air units, be used as a take-off city for air transport?

A. Yes.

9.3 & 9.4 Does air transport of airborne and air-assault units count against the four-unit air transport limit?

A. Yes.

9.4 May air-assault units land in the ZOC of a unit (or city) other than armor or air-assault?

A. No.

19.3 & 20.3 During a single Movement Phase, two units move ashore through a friendly port. May another two units go to sea during the same Movement Phase?

A. Yes.

19.3 & 20.3 During a single Movement Phase, two invading units land on a vacant beach hex. May another two units go to sea during the same Movement Phase?

A. Yes.

19.4 If Blue has units at hexes W33 and Z33, may Red use BB31 (or X27) as a port?

A. No; ZOCs block access.

19.4 If Blue has a unit at AA13, does that unit block Red access to Sea Zone A from CC15 or VV25?

A. No.

19.4 If Blue has a unit at D1, may Red move from Sea Zone A to Sea Zone B1

A. Yes.

20.1 May an air-assault unit land on a beach hex during an air drop?

A. Yes.

21.1 Can an automatic victory occur at 3:1 odds when only a single factor is defending?

A. No.

21.3 The last sentence states that advancing units must half "if the first hex after combat is into a zone of control, mountain or woods hex." May an armor or air-assault unit continue if the ZOC is from a unit other than armor or air-assault?

A. No.

21.3 With regard to the above. may armor, air-assault and artillery still advance when the first hex is a woods hex?

A. No.

23.5 Is there a limit to the number of units that can be supplied through a friendly port hex?

A. No.

28. Must an inactive substitute counter be available in order for it to be accumulated? For example, one 4-factor and one 2-factor inactive TACs are available. On one turn, the 2-factor TAC is "accumulated". On the next turn, although no 2-factor TAC is available, may the 4-factor TAC be activated with the "accumulated" 2-factor one then returned to the inactive pile?

A. No. There is a typo in the rulebook -- replacements *cannot* be accumulated. The other rules make this inescapable.

28.3 If an aircraft city has been captured is the ground unit replacement capacity also reduced to two substitute units?

A. No.

28.5 Can an aircraft city in an enemy ZOC but not captured generate a replacement?

A. Yes, assuming it is not bombed.

29.6 Does the aggressor 2-factor loss per turn resume when the opposition takes one city of a formerly subdued minor country?

A. Yes.

29.7 May aggressor units voluntarily be left out of supply to prevent the 2-factor supply loss?

A. Yes.

32.4 May multiple air missions be conducted against the same hex during a single player turn? If multiple attacks are permitted and conducted against a single hex, do escorts protect all missions in that hex?

A. Yes, although the specific missions must be identified to the opponent prior to combat. Yes.

30.2 Is the aircraft "movement factor" (2.5) the same as aircraft "range"?

A. Yes.

30.5 Must aircraft return to the original base if conducting a mission other than "transfer"?

A. No.

30.8 Do TAC operating from full sea hexes at less than half range double their bombing factor also?

A. Yes.

30.8 Does the double strength at less than half range provision apply to TAC and MDM aircraft reducing minor cities?

A. Yes.

32.4 Can air missions other than bomber and air transport be escorted?

A. No. ●